CLEAR CHARACTER INFO

RESET CHARACTER SHEET

Pathfinder Roleplaying Game

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

CHARACTER	RACE & LA	SIZE	GENDER	PLAYER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Esma	human	medium	female		5' 8"	110	brown & gold	green	olive

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND	OCCUPATION
26	CG	Desna	Varisia	

LANGUAGES: common

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	20	5	18	2		
CON	12	1	12			
INT	10	0	10			
WIS	15	2	15			
CHA	10	0	10			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 10

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 10

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Warpriest	9	1	0	3	1	2	0	2	1
FAVORED CLASS			TOTALS	0	3	1	2	0	2	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	= 10 +	3	0	3						
TOUCH	13	= 10 +			3						
FLAT-FOOT	13	= 10 +	3	0	0						

ARMOR CHECK PENALTY: -3

MAXIMUM DEX: 3

SPELL FAILURE: 15%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	5	0	5			
WILL	4	2	2			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	0	0			0		
RANGED ATTACK MODIFIER	5	0			5		
CMB	0	0	STR		0		
CMD	15	= 10 +	BAB 0	DODGE & DEFLECT 0	STR & DEX 5		

SKILLS

CLEAR SKILLS

RANKS TOTAL: 3

		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ☑ Acrobatics ♦	DEX	7	1	5	3	1
* ☐ Appraise	INT	0		0		
* ☐ Bluff	CHA	0		0		
* ☑ Climb ♦	STR	-3		0		
* ☑ Craft:	INT	0		0		
* ☑ Diplomacy	CHA	0		0		
☐ Disable Device ♦	DEX			5		
* ☐ Disguise	CHA	0		0		
* ☐ Escape Artist ♦	DEX	2		5		
* ☐ Fly ♦	DEX	2		5		
☑ Handle Animal	CHA			0		
* ☑ Heal	WIS	2		2		
* ☑ Intimidate	CHA	0		0		
☑ Kn: Engineering	INT			0		
☑ Kn: Religion	INT	4	1	0	3	
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Linguistics	INT			0		
* ☐ Perception	WIS	2		2		
* ☐ Perform:	CHA	0		0		
☑ Prof: Fisherman	WIS	6	1	2	3	
* ☑ Ride ♦	DEX	2		5		
* ☑ Sense Motive	WIS	2		2		
☐ Sleight of Hand ♦	DEX			5		
☑ Spellcraft	INT			0		
* ☐ Stealth ♦	DEX	2		5		
* ☑ Survival	WIS	2		2		
* ☑ Swim ♦	STR	-3		0		
☐ Use Magic Device	CHA			0		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
* SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

* TRAITS *: Reckless: acrobatics +1 & class skill

Strong Arm Supple Wrist: move 10' then + 10' to range increment of thrown weapons

Thrill Seeker (Desna): 1/day roll acrobatics 2x and take best

DRAWBACK: Provincial: -2 diplomacy and sense movtive vs diff alignments

*** BLESSINGS *** - 3 + half level / day

Good: Holy Strike: 1 min align weapon good, 1d6 v Evil

Luck: Lucky Presence: touch ally, roll twice take better - ability check, attack roll, saving throw, or skill check

** SACRED WEAPON ** (starknife): 1d6

********** FEATS **********

Weapon Focus (Starknife): +1 atk

Weapon Finesse: dex to melee atk w/ light & finesse weapons

Starry Grace: dex to damage w/ starknife

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐ /

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	30				

INIT 5 = 5 (DEX MOD) + (MISC MOD)

HERO

SR DR

RESISTANCES

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	studded leather	3	5	-1	15	light	20.0
SHIELD							

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
starknives (x 4)	+6 melee or ranged	1d6+5	x3	20	P	12.0	30' range if move 10' 1st - 3lbs ea.

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	** Esma drops her backpack at the beginning of combat		31.0	
	**...otherwise, enter 31 in the far right column → →			31.0
2	Backpack		2.0	
1	Belt Pouch		0.5	
1	Flint and Steel			
.2	Mess Kit		1.0	
10	Silk Rope		5.0	
1	Waterskin		4.0	
	Trail Rations			
	Chalk			
	Soap		0.5	
.5	Fisherman's Kit		3.0	
.5	Blanket		3.0	
	Healer's Kit			
1	Grappling Hook		4.0	
.8	Iron Pot		4.0	
.1	Bedroll		5.0	
	Candles			

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM	3		
GOLD	4		
SILVER			
COPPER			

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
32.0	0.1	31.0		63.1

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115		115	230	575
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☐ MEDIUM ☑ HEAVY ☐

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SPELLS PER DAY

CLEAR

CLASS: Warpriest LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
12	0	3	3			
13	1st	2	1	1		
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 MEDIUM: 100FT + 10FT / LVL: 110 LONG: 400FT + 40FT / LVL: 440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY:

FOCUSED:

PROHIBITED:

PROHIBITED:

SPELLS PER DAY

CLEAR

CLASS: LEVEL:

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 MEDIUM: 100FT + 10FT / LVL: 100 LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Guidance						
0			Read Magic						
0			Detect Magic						
1			Bless						
1			Divine Favor						

CLEAR GROUP

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